GAM 200/250 - Milestone Report

This Milestone Report will need to be uploaded to your team's assigned MS Teams - Files folder for Individual Milestone Reports

Each individual report should be named according to the following naming convention:

GAM200\_loginname\_M1 Report.docx

(e.g. GAM200\_ellen.beeman\_M1\_Report.docx)

**Copy all of your weekly work logs for the current milestone into this document!**

Personal Checklist before submitting, to make sure you get full credit:  
- Best Practices are listed in both the Weekly Worklogs and Best Practices sections  
- All weeks for the current are included  
- All entries include the general topic and/or results, not just “Met with” or “Team meeting”  
- All entries have hours  
- Lab hours are included  
- Weekly Leads meetings with instructors are included  
- Team Tune-Up hours are included as a Best Practice   
- Meetings with TAs or instructors are included as a Best Practice  
- If your Milestone total is significantly below the expected 40-hour total for a five week milestone, you have notes explaining why

Weekly Work Logs for each week:

GAM 200 – Weekly Work Log – **Week 1**

This will need to be uploaded to your team's assigned MS Teams - Files folder!

Each individual report should be named according to the following naming convention:

GAM200 loginname Weekly Work Log – Week 1.docx

(e.g. GAM200 jay.student Weekly Work Log – Week 1.docx)

Student Information

Student Name: Matthew Oliver

Degree Program: BSCSGD

Team Role: Producer/Programmer

Team Name: Wholehearted Games

Game Name: TBD

Game High Concept (one sentence): A single-player top-down/ tower defense game where you play as a little robot that crash landed on a fungus planet and you need to defend yourself from the native creatures.

Team source control link: N/A

Total estimated hours contributed this week: 4

Best Practices

List all best practices performed during the current week. Include the best practice category, the date, a one to two sentence description of the work performed, info about the topic and/or individuals who participated in the best practice, and estimated duration. It’s expected that this info will be duplicated in your weekly work logs.

Example:

ALL – Asked for Help: Met with Schilling on 1/1 to talk about JSON implementation (1 hour)

**Recommended Best Practices: (please delete any you did not complete)**

Weekly Work Logs

Record your weekly work logs in the following section). Identify all tasks that you, personally, performed as a member of a team in sophomore game. Make sure to include tasks directly contributing to your project, tasks representing best practices, and meetings (including team/faculty/TA meetings).

Each task must be identified using date, one or two sentences of description that includes sufficient information for the reader to determine what you worked on, with whom you performed the work, and other relevant details, as appropriate. Providing insufficient information, such as “*implemented physics”*, will result in your report being rejected and a penalty applied to your grade until the report is submitted with enough information.

Following each task, identify the estimated number of hours spent on the task. For example:

“10/25: Implemented new AABB collision detection (2 hours)”

“2/1: Ran a playtest session over MS Teams video chat with student Jane Doe to test the new wall jump mechanic (30 minutes)”

Weekly Work Log (Week 1)

* **Did you check in code or assets to your team repository this week? Yes / (No)**
* **Total estimated number of hours worked this week: 4**

**In your weekly work logs, please list the date, describe the task in at least one full sentence and include (in parentheses) the approximate number of hours you worked.**

**You should also include info about the following:**

* **What was your overall goal for this week?** 
  + **Team formation and deciding on what we wanted to make**
* **What were your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups)? (List these as tasks including estimated hours)**

Date and task (and hours per task in parentheses):

* Date - Task description in at least a full sentence (X hours)
* 9/2 – Had meeting with entire team to discuss what kind of game we wanted to make (2 hours)
* 9/2 and 3 – As producer completed teams requirements: Spreadsheet, Team space request, SVN request, and emailing Beeman our roster (2 hours total)

GAM 200 – Weekly Work Log

# Student Information

|  |  |
| --- | --- |
| Student Name: | Matthew Oliver |
| Degree Program: | BSCSGD |
| Team Role: | Producer |
| Team Name: | Wholehearted Games |
| Game Name: | TBD |
| Game High Concept: | A single-player top-down/ tower defense game where you play as a little robot that crash landed on a fungus planet and you need to defend yourself from the native creatures. |
| Team Source Control Link: | <https://svn.digipen.edu/projects/wholeheartedgames> |
| Total Estimated Hours Contributed this Week: | 4 |

# Best Practices

List all best practices performed during the current week. Include the best practice category, the date, a 1-2 sentence description of the work performed, information about the topic and / or individuals who participated in the bast practice, and estimated direction. It’s expected that this info will be duplicated in your weekly work logs.

Example: ALL – Asked for Help: Met with Schilling on 1/1 to talk about JSON implementation (1 hour)

**Recommended Best Practices: (remove any you did not complete this week)**

* TECH – Code Reviews: Discussed the framework of the engine with Brody and Ben on 9/9 (2 hours)

# Weekly Work Logs

Record your weekly work logs in the following section. Identify all tasks that you, personally, performed as a member of a team in sophomore game. Make sure to include tasks directly contributing to your project, tasks representing best practices, and meetings (including team/faculty/TA meetings).

Each task must be identified using date, one or two sentences of description that includes sufficient information for the reader to determine what you worked on, with whom you performed the work, and other relevant details, as appropriate. Providing insufficient information, such as “*implemented physics”*, will result in your report being rejected and a penalty applied to your grade until the report is submitted with enough information.

Following each task, identify the estimated number of hours spent on the task. For example:

|  |  |  |
| --- | --- | --- |
| **Date** | **Description** | **Time Spent** |
| 9/9 | Brody, Ben, and I discussed the current state of the engine as well as our planned methods for implementing various components and systems. | 2 hours |

# Weekly Work Log (Week 2)

Did you check in code or assets to the team repository this week: No

Total estimated number of hours worked this week: 4

What was your overall goal for this week? Start getting actual work done towards the game and get weekly goals going

Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Description** | **Time Spent** | **Was This A Best Practice?** |
| 9/9 | Meeting with Ben and Brody | 2 hours | Yes |
| 9/9 | Meeting of all members besides Rishabh, just team bonding | 30-40 min | No |
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GAM 200 – Weekly Work Log

# Student Information

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| --- | --- |
| Student Name: | Matthew Oliver |
| Degree Program: | BSCSGD |
| Team Role: | Producer |
| Team Name: | Wholehearted Games |
| Game Name: | TBD |
| Game High Concept: | A single-player top-down/ tower defense game where you play as a little robot that crash landed on a fungus planet and you need to defend yourself from the native creatures. |
| Team Source Control Link: | <https://svn.digipen.edu/projects/wholeheartedgames> |
| Total Estimated Hours Contributed this Week: | 5 |

# Best Practices

List all best practices performed during the current week. Include the best practice category, the date, a 1-2 sentence description of the work performed, information about the topic and / or individuals who participated in the bast practice, and estimated direction. It’s expected that this info will be duplicated in your weekly work logs.

Example: ALL – Asked for Help: Met with Schilling on 1/1 to talk about JSON implementation (1 hour)

**Recommended Best Practices: (remove any you did not complete this week)**

# Weekly Work Logs

Record your weekly work logs in the following section. Identify all tasks that you, personally, performed as a member of a team in sophomore game. Make sure to include tasks directly contributing to your project, tasks representing best practices, and meetings (including team/faculty/TA meetings).

Each task must be identified using date, one or two sentences of description that includes sufficient information for the reader to determine what you worked on, with whom you performed the work, and other relevant details, as appropriate. Providing insufficient information, such as “*implemented physics”*, will result in your report being rejected and a penalty applied to your grade until the report is submitted with enough information.

Following each task, identify the estimated number of hours spent on the task. For example:

|  |  |  |
| --- | --- | --- |
| **Date** | **Description** | **Time Spent** |
| 9/15 | Implemented the beginnings of the transform component as well as a now deprecated Vector2D system | 1.5 hours |

# Weekly Work Log (Week 2)

Did you check in code or assets to the team repository this week: Yes

Total estimated number of hours worked this week: 5

What was your overall goal for this week? Transforms and Colliders implemented, getting discipline-specific meetings setup, getting leads/producer meeting setup

Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Description** | **Time Spent** | **Was This A Best Practice?** |
| 9/16 | Weekly all team meeting, spent 45 doing standup and meeting, then coded for the rest of the time | 3.5 hours | Yes |
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GAM 200 – Weekly Work Log

# Student Information

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| --- | --- |
| Student Name: | Matthew Oliver |
| Degree Program: | BSCSGD |
| Team Role: | Producer |
| Team Name: | Wholehearted Games |
| Game Name: | TBD |
| Game High Concept: | A single-player top-down/ tower defense game where you play as a little robot that crash landed on a fungus planet and you need to defend yourself from the native creatures. |
| Team Source Control Link: | <https://svn.digipen.edu/projects/wholeheartedgames> |
| Total Estimated Hours Contributed this Week: | 10 |

# Best Practices

List all best practices performed during the current week. Include the best practice category, the date, a 1-2 sentence description of the work performed, information about the topic and / or individuals who participated in the bast practice, and estimated direction. It’s expected that this info will be duplicated in your weekly work logs.

Example: ALL – Asked for Help: Met with Schilling on 1/1 to talk about JSON implementation (1 hour)

**Recommended Best Practices: (remove any you did not complete this week)**

* ALL – Pairs Programming – Worked with Ben to get input system working with signal system (1 hour)

# Weekly Work Logs

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Each task must be identified using date, one or two sentences of description that includes sufficient information for the reader to determine what you worked on, with whom you performed the work, and other relevant details, as appropriate. Providing insufficient information, such as “*implemented physics”*, will result in your report being rejected and a penalty applied to your grade until the report is submitted with enough information.

Following each task, identify the estimated number of hours spent on the task. For example:

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| --- | --- | --- |
| **Date** | **Description** | **Time Spent** |
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# Weekly Work Log (Week 4)

Did you check in code or assets to the team repository this week: Yes / No

Total estimated number of hours worked this week: 10

What was your overall goal for this week? Get input system in as well as getting ready for M0s

Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Description** | **Time Spent** | **Was This A Best Practice?** |
| 9/20 | Did research on and found all relevant glfw functions for setting up input callback | 1 hour |  |
| 9/20 | Had weekly meeting with leads to make sure all disciplines were on the same page | 30 minutes |  |
| 9/21 | Worked on M0 slides, inputting basic information | 1 hour |  |
| 9/22 | Worked on M0 slides, getting pictures and progress reports | 2 hours |  |
| 9/22 | Programmer meeting, finished input system, started collision system | 2 hours |  |
| 9/23 | M0 and whole team meeting | 3.5 hours |  |
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GAM 200 – Weekly Work Log

# Student Information

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| --- | --- |
| Student Name: | Matthew Oliver |
| Degree Program: | BSCSGD |
| Team Role: | Producer |
| Team Name: | Wholehearted Games |
| Game Name: | Shroom ‘n’ Doom |
| Game High Concept: | A single-player top-down/ tower defense game where you play as a little robot that crash landed on a fungus planet and you need to defend yourself from the native creatures. |
| Team Source Control Link: | <https://svn.digipen.edu/projects/wholeheartedgames> |
| Total Estimated Hours Contributed this Week: | 9 |

# Best Practices

List all best practices performed during the current week. Include the best practice category, the date, a 1-2 sentence description of the work performed, information about the topic and / or individuals who participated in the bast practice, and estimated direction. It’s expected that this info will be duplicated in your weekly work logs.

Example: ALL – Asked for Help: Met with Schilling on 1/1 to talk about JSON implementation (1 hour)

**Recommended Best Practices: (remove any you did not complete this week)**

# Weekly Work Logs

Record your weekly work logs in the following section. Identify all tasks that you, personally, performed as a member of a team in sophomore game. Make sure to include tasks directly contributing to your project, tasks representing best practices, and meetings (including team/faculty/TA meetings).

Each task must be identified using date, one or two sentences of description that includes sufficient information for the reader to determine what you worked on, with whom you performed the work, and other relevant details, as appropriate. Providing insufficient information, such as “*implemented physics”*, will result in your report being rejected and a penalty applied to your grade until the report is submitted with enough information.

Following each task, identify the estimated number of hours spent on the task. For example:

|  |  |  |
| --- | --- | --- |
| **Date** | **Description** | **Time Spent** |
| 10/25 | Implemented new AABB collision detection | 2 hours |
| 2/1 | Ran a playtest session over MS Teams video chat with student **Jane Doe** to test the new wall jump mechanic | 30 minutes |

# Weekly Work Log (Week 5)

Did you check in code or assets to the team repository this week: Yes

Total estimated number of hours worked this week: 9

What was your overall goal for this week? Getting collision detection/resolution finished

Describe your communications this week with your team and course (team or faculty or TAs meetings, presentations, Team Tune-Ups):

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Description** | **Time Spent** | **Was This A Best Practice?** |
| 9/25 | Weekly leads/producer meeting | 30 minutes | No |
| 9/26 | Working on collision system | 1.5 hours | No |
| 9/27 | Working on rigidbodies and physics system | 2.5 hours | No |
| 9/28 | Standup meeting and weekly whole team meeting | 1 hour | No |
| 9/28 | Finishing collision detection/resolution | 2.5 hours | No |
| 10/2 | Created doc with all info that team currently needs to know | 1 hour | No |
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